

Amendments to the Claims:

This listing of claims will replace all prior versions and listings of claims in the instant application:

Listing of Claims:

1. (Currently Amended) A method for managing distributed multimodal interactions comprising the steps of:

registering a plurality of distributed modality components with a modality component server, wherein each modality component handles an interface modality for an application, wherein each modality component places a set of activation conditions in a shared memory area of the modality component server, wherein the set of activation conditions defines how the modality component is activated, and how input and output between the modality component and a client device is started and stopped, wherein the modality component is activated whenever one of the set of activation conditions is detected, and wherein activation conditions is added or removed by an application module;

initiating a multimodal application from a client device, the multimodal application submitting activation conditions for modality components it supports to a multimodal engine of the modality component server;

matching the activation conditions submitted by the multimodal application with activation conditions stored in the shared memory area by an inference engine of the modality component server;

activating a modality component by a modality activator of the modality component server when one of the set of activation conditions for said modality component are is satisfied;

connecting said activated modality component to said client device; and
conveying a user interaction from the client device to the activated modality

component for processing; and

disconnecting the activated modality component from the client device and deactivating the modality component by the modality activator upon completion of an interaction response.

2. (Previously Presented) The method of claim 1, said method further comprising the step of:

placing results from said user interaction onto a shared memory area of said modality component server.

3. (Currently Amended) The method of claim 1, wherein said registering step further comprising the step of:

~~for each modality component, establishing a list of activation conditions such that at least one operation of the modality component is fired when one of said activation conditions is detected.~~

4. (Previously Presented) The method of claim 1, wherein at least one of said plurality of modality components is remotely located from said client device.

5. (Previously Presented) The method of claim 4, wherein said client device lacks available resources to locally execute at least one function that is handled by the remotely located modality component.

6. (Previously Presented) The method of claim 4, wherein at least one of said plurality of modality components is disposed within said client device.

7. (Currently Amended) A modality component server for managing distributed

multimodal interactions comprising:

a modality activator configured to dynamically activate at least one modality component responsive to an occurrence of an application event initiated by a multimodal application from a client and for disconnecting the activated modality component from the client device and deactivating the modality component upon completion of an interaction response; and

a multimodal engine including an inference engine, a list of activation conditions, and a shared memory area for storing a set of activation conditions registered by each modality component, said multimodal engine being configured to detect an interaction and to responsively initiate an interaction response by running the inference engine against the list of comparing activation conditions submitted by the multimodal application and current state of with the stored activation conditions in the shared memory area, wherein said interaction and said interaction response have been specified by a previously registered modality component.

8. (Original) The server of claim 7, wherein a plurality of modality components are simultaneously utilized, wherein said plurality of modality components specify a plurality of interactions and associated interaction responses, and wherein said multimodal engine is configured to detect any of said plurality of interactions and to responsively initiate an programmatic action.

9. (Previously Presented) The server of claim 7, wherein said client lacks sufficient resources to locally execute one or more functions of said multimodal application.

10. (Original) The server of claim 7, wherein said multimodal engine is further configured to manage multimodal interactions involving multiple modality components.

11. (Cancelled)

12. (Currently Amended) A machine-readable storage having stored thereon, a computer program having a plurality of code sections, said code sections executable by a machine for causing the machine to perform the steps of:

registering a plurality of distributed modality components with a modality component server, wherein each modality component handles an interface modality for an application, wherein each modality component places a set of activation conditions in a shared memory area of the modality component server, wherein the set of activation conditions defines how the modality component is activated, and how input and output between the modality component a client device are started and stopped, wherein the modality component is activated whenever one of the set of activation conditions is detected, and wherein activation conditions are added or removed by an application module;

initiating a multimodal application from a client device, the multimodal application submitting activation conditions for modality components it supports to a multimodal engine of the modality component server;

matching the activation conditions submitted by the multimodal application with activation conditions stored in the shared memory area by an inference engine of the modality component server;

activating a modality component by a modality activator of the modality component server when one of the set of activation conditions for said modality component are is satisfied;

connecting said activated modality component to said client device; and

conveying a user interaction from the client device to the activated modality component for processing; and

disconnecting the activated modality component from the client device and

deactivating the modality component by the modality activator upon completion of an interaction response.

13. (Previously Presented) The machine-readable storage of claim 12, said method further comprising the step of:

placing results from said user interaction onto a shared memory area of said modality component server.

14. (Currently Amended) The machine-readable storage of claim 12, wherein said registering step further comprising the step of:

~~for each modality component, establishing a list of activation conditions such that at least one operation of the modality component is fired when one of said activation conditions is detected.~~

15. (Previously Presented) The machine-readable storage of claim 12, wherein at least one of said plurality of modality components is remotely located from said client device.

16. (Previously Presented) The machine-readable storage of claim 15, wherein said client device lacks available resources to locally execute at least one function that is handled by the remotely located modality component.

17. (Previously Presented) The machine-readable storage of claim 15, wherein at least one of said plurality of modality components is disposed within said client device.

18. (Currently Amended) A system for managing distributed multimodal interactions comprising:

means for registering a plurality of modality components, wherein each modality

component handles an interface modality for an application, wherein each modality component places a set of activation conditions in a shared memory area of the modality component server, wherein the set of activation conditions defines how the modality component is activated, and how input and output between the modality component and a client device are started and stopped, wherein the modality component is activated whenever one of the set of activation conditions is detected, and wherein activation conditions are added or removed by an application module;

means for receiving activation conditions for modality components supported by a client device, the activation conditions being submitted by the client device;

means for comparing the activation conditions submitted by the client device with the activation conditions stored in the shared memory area of the modality component server;

means for activating a modality component when activation conditions for said modality component are satisfied;

means for connecting said activated modality component to said client device; and

means for conveying a user interaction from the client device to the activated modality component for processing; and

means for disconnecting the activated modality component from the client device and deactivating the modality component upon completion of an interaction response.